

**Sprechender
Deutsch/Englisch Professor
PLUS**

BEDIENUNGSANLEITUNG/USER'S GUIDE

BOOKMAN® II

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Key Guide

Colour Keys

WÖRTER

(red) Goes to the Dictionary.

E/D

(green) Changes the entry language.

DATEN

(yellow) Goes to the Databank menu.

TON

(blue) Pronounces English words or phrases.

CLEAR

Function Keys

Goes to the Word Entry screen in the dictionary, clears the calculator, and goes to the main menus in the Databank, Converter and Personal Dictionary.

ZURÜCK

Backs up, erases a letter, or turns off the highlight at an entry.

⇧

Shifts to type capital letters and punctuation marks.

KARTE

Exits the book you were reading.

EINGABE

Enters a word, selects an item, or begins a highlight in an entry.

HILFE

Displays a help message.

MENU

Displays the main menus for the Dictionary, Databank and Converter.

①

In the dictionary, shows inflections.

⑨

In the dictionary, shows the Phrases menu.

⑧

In the dictionary, shows the Word List menu.

⑦

In the dictionary, shows the Games menu.

⑥

In the dictionary, shows the Personal Dictionary menu.

AN/AUS

Turns the BOOKMAN on or off.

? *

At the Word Entry screen, types a ? to stand for a letter in a word.

At a menu, displays a menu item. At a dictionary entry, displays the headword.

Goes to the Calculator.

Turns on the backlight.



Key Guide



Direction Keys

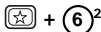
Move in the indicated direction.



Pages up and down.



At menus and dictionary entries, pages down. At the Word Entry screen, types a space.

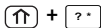


Key Combinations¹

Goes to the Personal Dictionary menu.



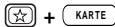
Goes to the Conversions menu.



At the Word Entry screen, types an asterisk to stand for a series of letters in a word.



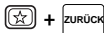
At a menu, goes to the first or last item. At a dictionary entry, goes to the start or end of the entry.



Transfers a word between books.



At a dictionary entry, displays the previous or next entry.



At a databank entry, exits without saving your entry.

Calculator Keys

A (1/x)

Calculates a reciprocal.

S (√x)

Calculates a square root.

D (x²)

Squares a number.

F (%)

Calculates a percentage.

Y (+/-)

Changes the number on the screen to a negative or positive number.

X (M+)

Adds the number to the number stored in the memory.

C (M-)

Subtracts the number from the number stored in the memory.

V (MR)

Recalls the number stored in the memory.

B (MC)

Clears the memory.

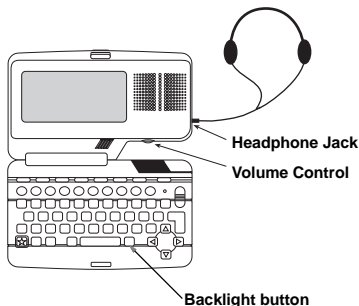
CLEAR

Clears the calculation(s).

¹Hold the first key while pressing the second.

²These key combinations apply only when using the dictionary.

Using Your BOOKMAN®





This BOOKMAN is equipped with several special features that many, but not all, BOOKMAN books can use. To learn if you can use the special features with a particular BOOKMAN book, read its User's Guide.

Headphone Jack: The headphone jack is designed for 3.5 mm, 35 ohm impedance stereo headphones. Caution: Monophonic headphones will not work with this BOOKMAN.

Volume Control: The dial controls the volume of the speaker or headphones.

Speaker: The speaker is located next to the screen. For best results, do not cover the speaker with your hand.

Backlight: Your BOOKMAN has a backlight to illuminate the screen at night and in other low-light conditions. To turn on the backlight, first turn on your BOOKMAN and then press . The backlight will turn off after 30 seconds of non-use. It will also turn off while the unit pronounces words, but will resume automatically. To turn off the backlight sooner, press  again. Caution: The backlight uses a significant amount of battery power. To extend the life of your batteries, use the backlight only when needed.

Installing Batteries

Your BOOKMAN is powered by two AAA, 1.5-volt batteries. Follow these easy instructions to install or replace them.

1. Turn your **BOOKMAN®** over.
2. Lift the battery cover on the back of your **BOOKMAN** by pushing it in the direction of the arrow.
3. Install the batteries as shown on the diagram in the battery compartment.
4. Replace the battery cover.

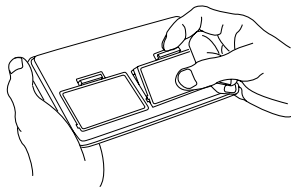
Warning: If the batteries wear-out completely, or if you take more than approximately a minute while changing the batteries, any information that was entered in the built-in book or book card will be erased. You should always keep written copies of your important information.

► Resuming Where You Left Off

You can turn off your **BOOKMAN** at any screen. When you turn it on again, the last screen you viewed appears.

Installing Book Cards

1. Turn your **BOOKMAN** off.
2. Turn your **BOOKMAN** over.
3. Align the tabs on the book card with the notches in the slot.



4. Press the book card down until it snaps into place.

► Removing Book Cards

Warning: Never install or remove a book card while your **BOOKMAN** is on. Any information that was entered in the built-in book or book card will be erased.

Selecting a Book

Once a book card is installed in the BOOKMAN, you can select which book you want to use.

1. Turn your BOOKMAN on.

2. Press  **[CARD].**



These are sample books.

3. Press  **or**  **to highlight the book you want to use.**



4. Press  **[ENTER] to select it.**

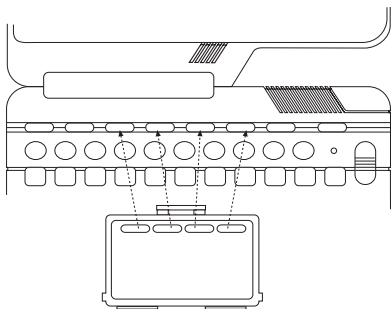
► About Screen Illustrations

Some screen illustrations in this User's Guide may differ slightly from what you see on screen. This does not mean that your BOOKMAN is malfunctioning.

Using the Colour Keys

The red, green, yellow, and blue colour keys on your BOOKMAN change functions according to the book card you select.

If you are using the built-in book, the colour keys function as labelled on the BOOKMAN keyboard. If you select a book card, the colour keys function as labelled on that book card.



Remember, when you select a book card, the colour keys function as labelled on that book card, not the keyboard.

Changing the Language

You can change the message and entry language of this dictionary to German or English.

The message language is the language of the menus, prompts, and help messages. The entry language is the language in which you enter words.

The examples in the English part of this User's Guide use English as the message language.

► Changing the Message Language

1. Press **MENÜ** [MENU] until the main menus appear.
2. Use the arrow keys to highlight *Message language* on the Sonstiges menu.



3. Press **ENTER** [ENTER].

► Changing the Entry Language

1. Press **WÖRTER** (red).
2. Press **E/D** (green) to toggle between the English and German entry screens.

This is the English entry screen.

Enter an English word

This is the German entry screen.


Enter a German word

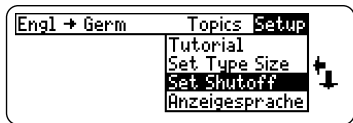
3. Press **MENÜ** to see the Dictionary menus.
4. Press **E/D** (green) to toggle between the two dictionaries.






Changing the Settings

When using this dictionary, you can adjust the type size, the shutoff time, and the screen contrast. The shutoff time is how long your BOOKMAN stays on if you forget to turn it off.

Note: The screen illustrations in this User's Guide use the normal type size.

1. Press  [MENU] in the Dictionary, Databank or Calculator.
2. Use the arrow keys to highlight **Set Type Size**, **Set Shutoff**, or **Set Contrast** on the Setup menu.



3. Press  [ENTER].
4. Use  or  to highlight a new setting.
5. Press  to select it. Press  [BACK] to leave the setting unchanged.

Viewing a Demonstration


When no book card is installed, a demonstration of this dictionary will appear automatically when you turn on the BOOKMAN.

To stop the demonstration, press . To disable it, press  and then select *Disable Demo* from the Setup menu. To re-enable it, select *Enable Demo*.

When a book card is installed in your BOOKMAN, select *View Demo* from the Setup menu to see the demonstration.

► Help is Always at Hand

You can view a help message at any screen by pressing  [HELP]. Use the direction keys to read the message.

To exit help, press .

To read a tutorial describing how to use the product, select *Tutorial* from the Setup menu.

Finding English Words

► Finding English Words

1. Press (red).
2. Press (green) until the English entry screen appears.
To find a German word, use the German entry screen.
3. Type one or more English words.

Enter an English word

renew1

To erase a letter, press [BACK].

To type a capital, hold and press a letter key.

To type a hyphen, hold and press .

4. Press [ENTER].

renew *transitive verb*

1. erneuern
2. (*Verhandlung*) wieder aufnehmen
3. (*Gesundheit*) wiederherstellen



5. Use , or to scroll down.
6. To see the entry word, press ?*.

7. Hold and press or to see the next or previous dictionary entry.
8. Press when finished.

► Finding Letters in Words

At the Word Entry screen, you can type a question mark to stand for any letter, or an asterisk to stand for a series of letters. To type an asterisk, hold and press . For example, enter *conc??v** at the English entry screen. You will see a list of matching words. Choose the one you want and press .

► Misspelling Words

If you enter a misspelled word a list of corrections appears. If you enter a word that is not in this dictionary you will see a list of possible component words. Highlight the word you want, and then press to see its dictionary entry.

Finding English Words

► Using the English Menu

1. Press **WÖRTER** (red) and then **MENÜ**.
2. Press **E/D** (green) till you see **Engl → Germ.**
3. Start typing an English word, for example *renew*.



To undo a typed letter, press **ZURÜCK** [BACK]. You can use the direction keys to move the highlight.

4. When the word is highlighted, press **ENTER** [ENTER].
5. Use **▽**, **AB**, or **○** [SPACE] to scroll down.
6. To see the entry word, press **?**.
7. Hold **☆** and press **AB** or **AUF** to see the next or previous dictionary entry.

rennet [noun] (Kälber)Lab n

8. Press **CLEAR** when finished.

► Understanding Definitions

Each dictionary entry contains the headword in bold type followed by the pronunciation guide (English only). Grammatical information is in brackets ([]). Special information is in parentheses. Phrases containing the headword (if any) are listed last.


► Understanding Next and Prev

When you hold **☆** and press **AB** or **AUF** at a dictionary entry, one of two things happens.


If the entry word has more than one dictionary entry, the next or previous entry for that word appears.


If the entry word has only one entry, the next or previous alphabetically listed word appears.

Hearing English Words


Using the  (blue) key, you can hear English words pronounced at many screens. Try this example.


1. At the English entry screen or at the English menu, type an English word. For example, type, *knowledge*.

2. Press  (blue).

If the word had multiple pronunciations, first highlight the form that you want, and then press  (blue).

3. Press  [ENTER] to see its dictionary entry.


4. Press  (blue) to hear the entry word again.

You can also highlight an English word in a dictionary entry and press  (blue) to hear it pronounced.

Kenntnis [*feminine*] (*Wis-*
sen) **knowledge**
▶ **jd/n von etw in Kenntnis**
setzen advise s.o. about
s.th.
▶ **etw zur Kenntnis neh-**




► More Ways to Hear Words



You can also hear English words by highlighting them and pressing  (blue) at the spell correction list.

knowledge
new-laid
know-all
know-alls
neural
neuralgia



You can hear the game word after you finish a round. Highlight the word and press  (blue).

► Hearing Phrases and Sentences

You can hear any traveller's phrase by highlighting  (the speaker icon), and pressing  (blue).

You can type an English sentence at the Word Entry screen and hear it pronounced. Do not type periods, as they prevent pronunciation. You can, however, type hyphenated words, (for e.g. age-old).

If you try to hear a word that is not in this dictionary, you will see the prompt, "No pronunciation information."

Highlighting Words

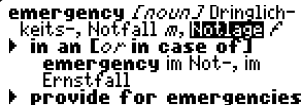
You can highlight a word in a dictionary entry and find its dictionary entry, inflections or related phrases (if any).

1. Find the dictionary entry for *emergency*.

To learn how, read "Finding English Words".

2. Press [ENTER] to start the highlight.

3. Use the arrow keys to highlight a word.



emergency /noun/ Dringlich-
keits-, Notfall w., ~~Notlage~~ /
▶ in an (or in case of)
emergency im Not-, im
Ernstfall
▶ provide for emergencies

4. Press to view its definition.

Or press  to view its inflections.

Or press  to view its phrases.

5. Press [BACK] to return to the highlighted word.

6. Press again to turn off the highlight.

7. Press when finished.

Finding Phrases

1. From the Topics menu, select *Traveller's Phrases* or press [PHRASE] at a blank Word Entry screen.

2. Select a category, (for e.g. *Emergencies*) and then a subcategory (for e.g. *General*).

3. Highlight a phrase (for e.g. *It's urgent*).

You can highlight an item by typing it or by scrolling to it.

If necessary, press  (green) to make the input language English.

4. Press to view it.



It's urgent.
Es ist dringend.

5. Hold and press or to see the next or previous phrase.

6. Press to return to the dictionary menus.


Finding Inflections


You can find the inflections of nouns, verbs, and certain other words.

1. At an entry screen or at a menu, type a word. For example, type *examine* at the English entry screen.


If you want, press  [ENTER] to see its dictionary entry.


2. Press **0** [INFLECTIONS].




If the word you typed has more than one part of speech, first highlight the form you want and then press .

I **examine** (now/often)
I **examined** (in the past)
I have **examined** (already/un-
til now)
I am **examining** (at the mo-
ment) 


3. To see more inflections of the word press **0** repeatedly, or hold  and press .



PRESENT INDICATIVE
I **examine**
you **examine**
he/she **examines**
we **examine**
they **examine** 


PRESENT PROGRESSIVE
I am **examining**
you are **examining**
he/she is **examining**
we are **examining**
they are **examining** 

4. To see the previous inflections, hold  and press .
5. Press  when finished.

► Understanding Inflections


When you are viewing inflections in their various tenses, you can press  [HELP] to see grammar help and descriptions of the inflections, as well as usage examples.

Where English uses the pro-
gressive form, German uses the
simple present:
■ Hans liest ein Buch.
▶ John is reading a book.
■ Während sie auf der Autobahn 




To return to the inflections, press  [BACK].

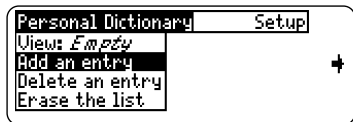
Using the Personal Dictionary


You can add about 900 English or German words and definitions to your Personal Dictionary.

1. Press  (red).

2. Press .


Press  +  when in the Databank, Wordlist, Calculator or Converter.




3. Press  [ENTER] to select **Add an entry**.


Word: 1
Definition:

You can enter up to 50 characters in each field.

4. Type the word you want and press .




5. Type your definition and press  to add the entry to your Personal Dictionary.

Word: Vorbestellungsnummer
Definition: reservation number


Note:  (blue) will not pronounce the words in your Personal Dictionary.

► Viewing and Deleting Words

1. Press  or  +  for your Personal Dictionary menu.
2. To view your list, select **View:...** and press .

You can then scroll through your list of words and definitions. To see a complete definition, use  or  to highlight it and press .

3. To delete an entry, select **Delete an Entry**.

Highlight the entry of your choice and press  to delete it.

4. To erase the entire list, select **Erase the List** and press Y.

Using the Word List

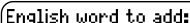
You can add about 100 words in both English and German to your Word List.

1. From the Topics menu, select **Word List** or press **(8) [LIST]**.
2. Press **(E/D)** (green) to select the language you want.
3. Select **Add a Word**.



English List: Empty
Add a Word
Delete a Word
Erase the List

4. Type a word in the current entry language.



English word to add:

5. Press **(ENTER)** to add it.
6. Press **(BACK)** to return to the menu.

► Other Ways to Add Words

You can also add words to your Word List directly from the Word Entry screen or from a dictionary entry. Type the word you want to add at the Word Entry screen, or highlight the word of your choice in a dictionary entry. Press **(8)**. You will see the Word List menu with your word next to **Add...** Press **(ENTER)** to add it. Press **(CLEAR)** to return to the Word Entry screen.

► Viewing and Deleting Words

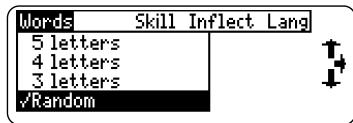
1. Press **(8) [LIST]** and then **(E/D)** (green) for the language of your choice.
2. To view your list, select **...List** and press **(ENTER)**.
You can then scroll through your list of words.
3. To delete a word, select **Delete a Word**.
Highlight the word of your choice and press **(ENTER)** to delete it.
4. To erase the entire list, select **Erase the List** and press **Y**.

Playing the Games

► Changing Game Settings

You can choose the language you wish to play in, the source and size of the words, and the skill level.

1. From the Topics menu select **Games**, or press (7) [GAMES].
2. Press (ENTER) [ENTER] to select **Game Settings**.



3. Highlight a new source and size in the **Words** menu and press (ENTER) [ENTER].

Note: If you choose *Personal List*, *Toefl-English Only* or *Enter Your Own*, you cannot choose the size of the words.

4. Highlight a new skill level in the **Skill** menu and press (ENTER) [ENTER].
5. Highlight **Yes** or **No** in the **Inflect** menu and press (ENTER) [ENTER] to choose whether or not you want inflections used in the games.
6. Highlight **English** or **German** in the **Lang** menu and press (ENTER) [ENTER].

► Selecting a Game

1. From the Topics menu select **Games**, or press (7).
2. Highlight a game and press (ENTER) [ENTER].

► Getting Help in the Games

During any game you can read instructions by pressing (HILFE) [HELP].

In all the games except Flashcards, you can get a hint by holding (H) and pressing (?*) or reveal the game word by pressing (?*).

Note: If you get a hint or reveal the word, you lose the round.

Hangman

Hangman selects a mystery word and challenges you to guess it letter by letter. The letters of the mystery word are hidden by question marks. The number of guesses remaining is indicated by #s.






Type letters that you think are in the mystery word. If you are correct, the letter appears in place of the corresponding question mark(s).

Playing the Games



Flashcards

Flashcards flashes words on the screen for you to define or study. You can practice your vocabulary in either English or German.

Conjumania™

Conjumania helps you practice conjugating English verbs. Enter the requested form of the verb at the top of the screen. To see the correct form, hold  and press . To conjugate another form of the same verb, press . To conjugate another verb, hold  and press .

Word Blaster™

In Word Blaster you try to guess the mystery word, represented by ?'s, before all its letters appear. As soon as you know the word, press  to stop the clock. Then type your guess and press . The speed at which the letters appear is set by the skill level.

Word Train™

In Word Train, you and the train take turns typing letters to form a word. Whoever types the last letter of the word wins.

Gender Tutor

Gender Tutor asks you to guess the gender of German nouns. Press *M* for masculine, *F* for feminine and *N* for Neuter. Your score flashes on the screen at the end of the round.

Word Auction

In Word Auction you must guess a mystery word by buying letters before you run out of money. Each letter costs money, regardless of whether it is correct, incorrect, or whether it has been guessed already. Commonly used letters cost more than letters used infrequently. The starting amount of money varies depending on the level.

To play, type a letter. If the letter that you guess appears in the mystery word, it will be revealed each time that it occurs in the word. Continue typing letters until you correctly guess the word or until you run out of money.

Note: If you ask for a hint, it will cost you the price of the letter plus \$25.

Guess the Word

Guess the Word challenges you to guess a mystery word after reading its definition. You need to guess the letter(s) in the order that they appear. If you are correct, the blank is filled. You are allowed three wrong guesses.

Using The Databank

► Adding Entries

You can store as many as 900 names and telephone numbers in the databank. The total depends on the size of each entry.


1. Press  (yellow) to see the Databank menu.






2. Select *Add an entry*.

To select a menu item, highlight it and press

 [ENTER].

3. Type a name and press .

To type a capital, hold  and press a letter key. The first letter is automatically capitalized. To make it lower case hold  and type the letter.

4. Type a number and press  to add your entry.

To Type...

a hyphen

an underscore

a slash



Use...

 + 



 + 

 + 


► Viewing or Editing Entries

1. Press  (yellow) to see the Databank menu.
2. Select *View: XX entries (X% free)*.
3. Highlight an entry by scrolling to it or by typing its name.
4. To edit a highlighted entry, press  and then enter your changes.

You can press  to save your

changes or hold  and press  [BACK] to cancel your changes.

► Deleting Entries

1. In the Databank menu, select *Delete an entry*. Highlight an entry on the list, and then press .
2. To delete all the databank entries, select *Erase the list*, and then press Y.

► Using a Password


You can use a password to prevent unauthorized access to the databank.


Warning! Always write the password in a safe, separate location. If you lose or forget the password, you may be able to use the databank again only by removing the batteries from your BOOKMAN, which will permanently erase all the information stored in the databank.

1. Press  (yellow) to see the Databank menu.
2. Select *Set password*.

Enter new password:

1

3. Type a password of up to eight characters and press  [ENTER].
 4. Press C to confirm.
- The password that you set will now be requested the first time that the databank is used during a session.
5. To change the password, repeat Steps 1-4.

To remove a password, press  on a blank screen.

If you misplace your password, you can regain access to your BOOKMAN by contacting Franklin Electronic Publishers, Inc.

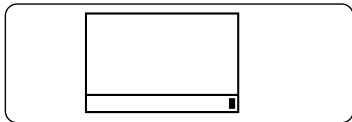
In the U.S., first call 609-239-4333 to obtain a return authorization code. Then mail your BOOKMAN unit, with your return authorization code, to Franklin Electronic Publishers, Inc., One Franklin Plaza, Burlington, NJ 08016.

In Germany, send your carefully packaged BOOKMAN unit to Franklin Electronic Publishers (Deutschland) GmbH, Kapellenstrasse 13, D-85622 Feldkirchen, Deutschland. Remember to enclose a note explaining your need to regain access through having lost or forgotten your password and make sure your full name and address is included.

Using the Calculator

► Making Calculations

1. Press .



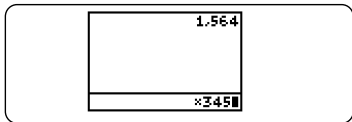
2. **Type a number.**

You can type up to 10 digits. To type a decimal, press the full stop (.) key.




To change the sign of a number, press Y (+/-).

3. **Press one of the arrow keys to enter a math function.**


4. **Type another number.**



5. Press  [ENTER].

To repeat the calculation, press  again. To scroll up or down, use  or .



6. Press  to clear the current calculations.

To Calculate...

reciprocals

squares

percentages

square roots

negative numbers

Use...

A ($1/x$)

D (x^2)

F (%)

S (\sqrt{x})

Y (+/-)

► Using the Calculator Memory

1. In the Calculator, make a calculation or type a number.
2. To add the number on the screen to the number stored in memory, press X (M+). To subtract the number on the screen from the number stored in memory, press C (M-).
M indicates the number is stored in memory.

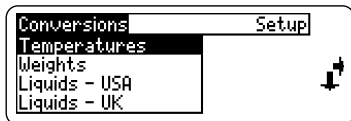
3. To retrieve the number from memory, press V (MR).
4. To clear the memory, press B (MC).

Using the Converter

The converter allows you to convert measurements and currency.

► Making Metric Conversions

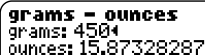
1. Press + **B**.



2. Select a conversion category (for e.g., *Weights*).
3. Select a conversion (for e.g., *grams/ounces*).
4. Type a number after one of the units.

Use or to move between the lines.

5. Press [ENTER] to convert it.



grams = ounces
grams: 4504
ounces: 15.87328287

6. Use [BACK] to delete a number.

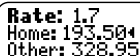
► Making Currency Conversions

1. Press + **B**.
2. Use + to select *Currency Converter*. Press .



Rate: 1
Home:
Other:

3. Enter a conversion rate.
The rate should be in units of the other currency per one unit of the home currency (n other/1 home).
4. Enter an amount for the home or other currency.
Use or to move between the lines. Use to erase a number.
5. Press to convert it.






Rate: 1.7
Home: 193.504
Other: 328.95

Transferring Words Between Books

This dictionary can transfer words with certain other BOOKMAN book cards.

To send a word to another book, you must first install a book card in your BOOKMAN unit, and that book card must be able to send or receive words in the selected language. To learn if a book card can send or receive words, read its User's Guide.

1. Highlight a word in this dictionary.

To highlight a word in a dictionary entry, press  [ENTER] and then use the arrow keys. To highlight a word in a list use  or .

2. Hold and press [CARD].



3. Highlight the icon of the other book.

4. Press .

The word you highlighted appears in the other book.

5. Press again if needed to search for that word.

Resetting Your BOOKMAN


If the keyboard fails to respond, or if the screen performs erratically, first press  and then press  twice. If nothing happens, follow the steps below.


Warning! Pressing the reset button with more than light pressure may permanently disable your BOOKMAN. In addition, resetting BOOKMAN erases settings and information entered in its built-in book, and in an installed bookcard.

1. Hold and press .

If nothing happens, try Step 2.

2. Use a paper clip to gently press the reset button on BOOKMAN.

The reset button is recessed in a pin-sized hole to the left of .

This unit may change operating modes due to Electrostatic Discharge. Normal operation of this unit can be reestablished by pressing the reset key, , or by removing/replacing batteries.

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Model BDS-1590

- Batteries: two AAA 1.5-volt
- Size: 13.5 x 8.0 x 2.1 cm.
- Weight: 198.87 g.

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puting device pursuant to Subpart B of part
15 of FCC Rules. Operation is subject to
the following two conditions: (1) This de-
vice may not cause harmful interference;
and (2) This device must accept any inter-
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that may cause undesired operation.

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This product, excluding batteries, is
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FRANKLIN ELECTRONIC PUBLISHERS, INC.

ATTN: SERVICE DEPARTMENT

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